

CPP 程式設計題

命題者：FGX

題目名稱(中文/英文)：Simple Interactive Fiction

主要測試觀念：String Operations

Basics

- ☒ C++ BASICS
- ☒ FLOW OF CONTROL
- ☐ FUNCTION BASICS
- ☐ PARAMETERS AND OVERLOADING
- ☐ ARRAYS
- ☐ STRUCTURES AND CLASSES
- ☐ CONSTRUCTORS AND OTHER TOOLS
- ☐ OPERATOR OVERLOADING, FRIENDS, AND REFERENCES
- ☒ STRINGS
- ☐ POINTERS AND DYNAMIC ARRAYS

Functions

- ☐ SEPARATE COMPILATION AND NAMESPACES
- ☐ STREAMS AND FILE I/O
- ☐ RECURSION
- ☐ INHERITANCE
- ☐ POLYMORPHISM AND VIRTUAL FUNCTIONS
- ☐ TEMPLATES
- ☐ LINKED DATA STRUCTURES
- ☐ EXCEPTION HANDLING
- ☐ STANDARD TEMPLATE LIBRARY
- ☐ PATTERNS AND UML

題目說明：

Read data file “script.txt” and interact with user (fixed standard input).

“Interact” means to repeat program’s output and user’s input alternately.

Take a look at “script.txt”, which consists of scene sections (at least 1).

A scene section must contain 3 kinds of statements in order:

1. Scene code: 1 line with start symbol ‘#’ followed by a unique string (ID) without space.
2. Narration: At least 1 line without start symbol.
3. Options: Any number of line with start symbol ‘-’ followed by its content, and then a space and a scene code implicating which scene to go to after this selection. A scene without any option is an end scene.

There is a blank line after each scene section.

輸入說明：

When any option appears, input the respective number to select one of them.

輸出說明：

Start from the first scene “#0”.

1. Print all narration.
2. Print the content of each options after a number sequence “(x) ”, where x = 1, 2, ... for each scene section.
3. After get the input, jump into the next scene, and redo the previous two steps.

Program stops after printing the narration of an end scene.

I/O 範例：

| Sample Input | Sample Output |
|--------------|------------------------------------------------------------------------|
| 1 | When I open my eyes, all around is wholly black. |
| 1 | It seems that I'm in a maze. |
| 2 | I must find the exit. |
| 1 | (1) Front |
| 1 | (2) Back |
| 2 | There's a boy sleeping on the ground. |
| | (1) Wake him up |
| | (2) Ignore him |
| | There's a girl sleeping on the ground. |
| | (1) Wake her up |
| | (2) Ignore her |
| | There's an intersection. |
| | Boy: I'm Whitey. The exit is on the right. |
| | (1) Right |
| | (2) Left |
| | (3) Front |
| | Thinking for a while, I still can't trust Whitey. |
| | (1) Right |
| | (2) Left |
| | (3) Front |
| | Thinking for a while, I still can't trust Whitey. |
| | (1) Right |
| | (2) Left |
| | (3) Front |
| | Whitey disappeared on the next day. |
| | Unable to find the path to exit, I'll be prisoned in the maze forever. |

附屬資料：

☒ 解答程式：SIF.cpp

☒ 測試資料：script.txt, input.txt, output.txt, script2.txt, input2.txt, output2.txt

☒ 易，僅需用到基礎程式設計語法與結構

☐ 中，需用到多項程式設計語法與結構

☐ 難，需用到多項程式結構或較為複雜之資料型態或結構

解題時間：20 分鐘

其他註記：

No error check is needed.

Add “system(“pause”)” before the program stops.

Some code for file I/O is provided.